

AMENDMENTS TO THE CLAIMS

1. (currently amended) A video game system using trading cards, comprising:

an a local electronic game system for use with a video screen for displaying the playing of a selected video game featuring characters on trading cards, the characters having associated character information, including characteristics which define the playing of the game, the electronic game system including a control system for carrying out the video game and controlling the display on the screen in accordance with a stored software program and in accordance with the character information associated with the trading cards selected by the players of the game for use in the game;

trading cards having characters indicated thereon for playing the video game;

an identification system for identifying the trading cards selected by players for playing the video game;

a server control unit for connecting the local electronic game system to a website at a remote location through a global computer network; and

a processing system at the website for verifying that the players of the video game have the right to use the selected trading cards in the playing of the selected video game, wherein the website includes means for storing information associated with the characters on said trading cards and for downloading said information to the video game control system, which includes means for receiving said downloaded information and which is capable of using said downloaded information and said associated character information from the trading cards to carry out the video game after the selected trading cards have been identified and the player's rights to use the selected trading cards have been verified for playing of the video game.

2. (original) A system of claim 1, wherein the trading cards include specialty cards which affect the characteristics of characters on the trading cards.

3. (original) A system of claim 1, wherein the trading cards include specialty cards which result in a change of the rules of the video game.

4. (original) A system of claim 1, wherein the trading cards include product cards which affect performance of a selected aspect of the video game.

5. (original) A system of claim 4, wherein the selected aspect is a vehicle.

6. (original) A system of claim 1, wherein the website has the capability of registering trading cards to a particular player.

7. (original) A system of claim 1, wherein selected trading cards have a unique identifier associated with an owner of said selected trading cards.

8. (original) A system of claim 1, wherein the website is accessible by players to permit acquisition of additional trading cards for the video game.

9. (original) A system of claim 8, wherein the acquisition is a right to temporarily use a selected trading card for the video game being played.

10. (original) A system of claim 1, wherein the video game system is adapted so as to permit a change of rules of the video game during the playing of the game when a player plays a trading card affecting such rules during the playing of the game.

11. (previously amended) A system of claim 1, wherein the video game accepts replica trading cards from a player and wherein the website includes processing means for verifying the ownership of an associated genuine trading card for a player using a replica trading card in the video game.

12. (previously amended) A system of claim 1, wherein the identification system is a scanner for the trading cards.

13. (original) A system of claim 12, wherein the scanner is combined with the electronic game system in a single unit.

14. (original) A system of claim 1, wherein the video screen is combined with the electronic game system in a single unit.

15. (original) A system of claim 1, wherein the control system is located at the website.

16. (original) A system of claim 1, wherein the electronic game system, the video screen and the control system are contained in a cell phone.

17. (original) A system of claim 1, wherein the electronic game system, the video screen and the control system are contained in a personal computer.

18. (original) A system of claim 1, wherein the website includes means for displaying selected individual trading cards or groups of trading cards.

19. (original) A system of claim 1, wherein the trading cards have an identifier associated therewith.

20. (original) A system of claim 19, wherein the identifier is a bar code.

21. (original) A system of claim 19, wherein the identifier is positioned on the trading card.

22. (original) A system of claim 19, wherein the identifier is positioned on a container for the trading card.

23. (previously amended) A video game system using trading cards, comprising:

an electronic game system for use with a video screen to display the playing of a video game featuring characters on trading cards, the characters having associated character information, including characteristics which define the playing of the game, the electronic game system including a control system for carrying out the video game and controlling the display on the screen in accordance with a stored software program and in accordance with the character information associated with the trading cards selected by the player of the game for use in the game;

a reader for reading the trading cards selected by players for playing the video game, so as to identify the selected cards to the control system, wherein the electronic game system, the video screen and the reader are combined in a single, stand-alone unit.

24. (original) A system of claim 23, wherein the character information is contained on the trading cards.

25. (original) A system of claim 23, wherein the character information is contained in a memory portion of the control system and wherein each card has an identifier which links the card to its associated character information in memory.

26. (original) A system of claim 23, wherein the character information is contained partially on the trading cards and partially in memory.

27. (original) A system of claim 23, wherein the trading cards include specialty cards which affect the character information on the cards, the rules of the game and the operation of equipment used in the game.

28. (original) A system of claim 23, wherein the video game system is portable.